Oksana Manych

Product Designer for Regulated Enterprise Platforms

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SUMMARY

Product designer with 5+ years of design experience on enterprise SaaS and a regulated audit platform for a Big 4 client, preceded by two years in design operations. Strong in end to end product design for complex, multi role systems, design systems and WCAG accessibility, working daily with product owners, business analysts and developers across five countries. A Master's in Finance helps me design for data heavy, rule heavy workflows.

EXPERIENCE

Product Designer, Enterprise Audit Platform

May 2021 to July 2025

Trinetix, embedded with a Big 4 client · Remote

Primary designer on a regulated B2B audit platform used by audit professionals across several countries, working directly with product owners who were former auditors, business analysts and developers distributed across five countries.

- Designed an AI workflow that reads data from older contracts and lets auditors check each result against the source with one click, and an AI copilot that helps auditors find their way around the platform
- Redesigned an unused dashboard based on research, and it became a daily working tool
- Led the design of 13 new modules added to a platform that started with 15, working hands on and directing the designers who worked on them
- Challenged requirements at the start of a companion platform redesign. Structured questions to product owners and business analysts showed that 3+ features were unused or not understood, and they were removed from scope before development started
- Led the migration of hundreds of screens to the client's enterprise design system, built a product specific UI kit for the audit workflows it did not cover, and passed feedback from product teams on about 20 applications to the central design system team
- Wrote documentation, UX copy rules and onboarding materials from scratch, cutting ramp up time for new designers from a month to a week
- Set up a shared Storybook with developers that about half of the product teams adopted, so design changes could go through one responsible developer instead of each team separately
- Guided five designers over three years, from junior to senior, and kept design quality consistent across seven development teams in three countries

UX/UI Designer, Internal Enterprise Products

September 2019 to April 2021

Trinetix, embedded with a Big 4 client

- Designed business travel and investment platform applications from scratch within the client's brand standards and UI kit, including an adaptive web and mobile trip validation app and user flows for three roles on an investment platform that replaced a routine done in Excel
- Pitched a SharePoint based site builder inside the client, built a promotional site on it, designed custom components for unique client requests and helped about eight teams migrate their sites
- Founded an internal WCAG accessibility audit service, built its audit framework, personally audited 15 applications and trained 20+ developers and 12+ designers. It became an official Trinetix offering
- Raised the Trinetix design system's WCAG compliance from about 40% to about 85% AA
- Unified scattered Google Sites and spreadsheets into a single Trinetix portal on SharePoint by mapping the information architecture, testing the navigation in 5+ interviews and building custom navigation components

Freelance UX/UI Designer

January 2020 to August 2022

E-Road studio and independent clients · Part time alongside full time role

- Designed websites, landing pages and SaaS interfaces for international clients, defining user flows and UI direction with stakeholders, project managers and developers

Design Operations Specialist

December 2017 to January 2020

Trinetix · Kyiv

- Built the reporting and capacity forecasts that helped leadership decide when to propose expanded work to a key Big 4 client
- Supported a design department of 100+ people with Jira administration, workload tracking and regular reports for the client and internal leadership

Career Break

August 2025 to present

Deliberate break to rest and reset after over seven years at Trinetix. Studied AI tools for product design (Figma AI, V0, Claude and Perplexity), learned Spanish and walked 100 km of the Camino de Santiago.

COMMUNITY

Co-Organizer, UX Hub Barcelona

January 2025 to present

Co-organize events and workshops that connect local product and UX designers, host the intro session, help find sponsors and hosts, and work on presentations and onboarding documentation for new co-organizers.

SKILLS

Design: end to end product design, UX research, information architecture, interaction design, wireframing, prototyping, design systems, WCAG accessibility, data visualisation, responsive design for web and mobile, UX copy

AI and tools: Figma, Figma AI, V0 for rapid prototyping, Storybook, Jira, Confluence, Azure DevOps, Claude, Perplexity

EDUCATION

Master's Degree in Finance

Kyiv National Economic University · 2009 to 2014

Certifications

Enterprise Design Thinking Practitioner

AI for Designers

LANGUAGES

Ukrainian (native) · English (professional working) · Russian (full professional) · Spanish (beginner)